DRIFTER KNIGHT

- KINGDOM DEATH: MONSTER -

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DRIFTER KNIGHT

Deep within the maddening darkness, a pale light shimmers. Amongst alien flora, buried beneath noxious fog, rests a lonesome creature. A knight without a charge. A protector with nothing to protect. A drifting monster who stalks the deep fog. Where the spartina grass grows thick, and the mist condenses in pools, that is the lair of the Drifter Knight.

This race of noble beings live for one purpose: to find those worthy of a dance. They will often cross blades with Manhunters, other Knights, and of course heroes of the dark. The foolish seek Drifters out. Not for honor, but through the seductive scent of death that lingers around these Knights. Beware the curtain of fog. Keep your lantern close.

What's In This Expansion

This expansion is designed to be added to the *Kingdom Death: Monster* core game. It includes:

32 x	Drifter Knight AI cards
25 x	Drifter Knight HL cards
2 x	Innovation Cards
9 x	Hunt Event Cards
1 x	Settlement Location Card
8 x	Gear Cards
3 x	Rare Gear Cards
1 x	Random Settlement Event Card
5 x	Disorder Cards
4 x	Fighting Art Cards
1 x	Secret Fighting Art Card
14 x	Monster Resource Cards
2 x	Strange Resource Cards
3 x	Terrain Cards

Upgrade Your Core Game

Upgrade your core game with the contents of this expansion. Separate out all of the cards by their types and then:

- Add card dividers to the game box
- Add fighting arts to the game box
- Add the secret fighting art to the game box
- Add disorders to the game box
- Add innovations to the game box
- Add strange resources to the game box
- Add terrain cards to the game box

When a story event in this book is triggered, it is designated by 🕮 preceding the event name.

Current Campaign

To add the Drifter Knight to your campaign place 🕮 **A Parade Of Ghosts** on the timeline on lantern year 6 or the next lantern year, whichever is later on the timeline.

Alternatively, Drifter Knight can be added through the **Ghostly Carrion**. This creates uncertainty when the Drifter Knight will be discovered as a threat to the settlement that can be hunted. Because the intro story, 🕮 **A Parade Of Ghosts** is added to the timeline through this event, do not add it to the timeline normally when adding Drifter Knight to your campaign.

New Campaign

Add 🕮 **A Parade Of Ghosts** to the timeline on lantern year 6.

New Rules

Monster Level Symbol

The ★ symbol on all game cards and events refers to the monster's level.

Parry

A parry hit location represents the monster skillfully deflecting an attack.

When attempting to wound Parry hit locations, all wound attempts fail unless the wound roll result is critical. This failure triggers any Failure reactions as normal.

Survivors with the **Fencing** secret fighting art ignore **Parry** and may attempt these locations normally.

Knight Expansions & Tactics Deck

The Drifter Knight is a Knight expansion. Each Knight expansion includes a unique Tactics deck. Tactics provide survivors new ways to fight, using what they've learned from fighting Knights.

To add tactics to your campaign, a survivor in your settlement must gain the **Drifter's Pendant** rare gear. The **Drifter's Pendant** gear card allows a survivor to draw 1 random tactics card at the start of each showdown. During the showdown, the badge-wearer may use the current tactic to help defeat their foes. When you draw a tactics card, place it in your play area. At the end of the showdown, archive all tactics cards. Store all tactics cards together in your game box as the Tactics deck.

No Drifter Knight Model On Hand?

Due to the lack of a dedicated Drifter Knight model from Adam Poots Games, LLC, we have included a custom 3D printable model of the Drifter Knight. If you are unable to print the model, we recommend that players utilize the Flower Knight model as a replacement. We want as many people to be able to enjoy this custom quarry encounter as possible.

A Parade Of Ghosts

Past the velvet curtain of inky blackness covering the world, past the inevitability of death, there lies a young girl, ostracized for her unique perspective.

Nominate a female survivor with less than 2 hunt XP, she gains 2 understanding and the **Morbid Curiosity** disorder.

Every so often a lantern in the hoard would be snuffed by some unseen force. This snuffing of the lanterns was a curious event for the girl, and she dedicated much time to admiring the great protector of her settlement, alone.

One year, when the light was extinguished, the girl noticed that it was not extinguished at all, but had drifted off into the darkness. As she peered past the inky veil at the edge of the settlement, she could see the pale light of a lantern!

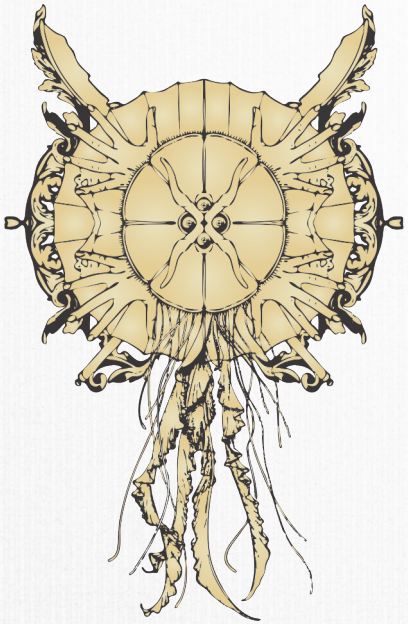
Then, another lantern. And another. And another! Until the sky was blanketed in soft, ghostly lanterns. The soft lights illuminated the settlement with a foreign light, waking its sleeping denizens. Panic descended upon the settlers, as the nature of these floating lanterns was foreign to them.

If the settlement has the **Cannibalize** death principle, gain 1 random Drifter Knight resource as the survivors catch and devour the floating lanterns.

But the girl, as curious as she was wise, studied these floating lanterns, and listened. They sung to her of a very quiet, very lonely girl living in the darkness. A girl who needed a friend.

You may now hunt the Drifter Knight, add it to the quarry list.

SHOW ME YOUR MOTIVATION



The knight sets a hidden gaze upon her attacker, curious how they could have made it past her defense. A silent offer is made to the survivor.

" Impress me! "

Attacking Survivor: 1d10 + ★

1 2

The survivor's boorish, uncoordinated actions sicken the Drifter Knight. With a grimace she slams the butt of her polearm into the attacker's solar plexus. Gain the **Misaligned Chakra** disorder and suffer **knockback 8**.

3 4 5

While untrained, the survivor's skill is noticeable. In time perhaps they could become a formidable foe. For now the Drifter resolves to test them further. The survivor suffers **knockback 5**. They gain the **priority target** token.

6 7 8 9

Skillful movements, powerful blows, a graceful gait. This one is a true warrior! The Drifter offers a soft chuckle, playfully knocking the survivor away. The survivor gains the **priority target** token.

10

The clash of blades rings out through the fog bank. The survivor begins to move in step with the Drifter. The first lesson has been given. The survivor may gain a random fighting art. If they do, gain a random disorder.

11+

A worthy pupil at last! The survivor's duel with the Drifter becomes something more. A dance of grace and beauty, fundamentally changing the survivor from within and without. They gain the **Drifting Dance** secret fighting art, the **priority target** token, and ★ insanity.

SHOWDOWN: DRIFTER KNIGHT

Quarry

There was once a woman born without a lantern behind her eyes. She could not hunt and could not work, but her fellow survivors saw her as already dead. So she trained under the scorching sun every waking moment. When that sun awoke and devoured her people, the woman was left unharmed. She was already dead to the world.

Instinct: Offering

If there are any Dead Coral terrain tiles on the showdown board, flip one adjacent pair of tiles to the Living Coral side. If there are no Dead Coral terrain tiles, perform **Hook and Reel** then **Basic Action**.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	8	5	-	8	8	-	-

S Hook and Reel **S Aimless Drifting** **S Blood Tide**
S Shame

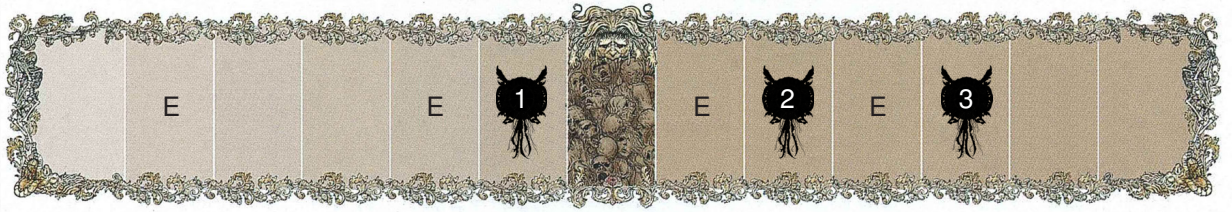
Level	B	A	L	Mov	Tgh	Spd	Dmg
2	10	6	1	12	12	+2	+1

S Hook and Reel **S Aimless Drifting** **S Blood Tide**
S Shame **S Corrosive Venom** **Tokens: +1 Accuracy**

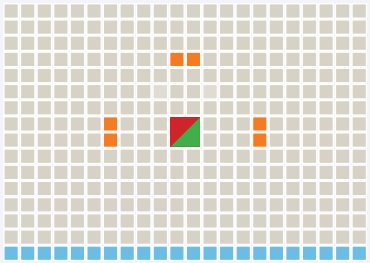
Level	B	A	L	Mov	Tgh	Spd	Dmg
3	10	8	3	14	14	+3	+2

S Hook and Reel **S Aimless Drifting** **S Blood Tide**
S Shame **S Corrosive Venom** **S Indomitable**
S Total Eclipse **Tokens: +2 Accuracy**

Select an encounter level and set up the board.



Showdown Setup



Legend
- Monster
- Survivors
- Living Coral
- Tide Pool

Terrain & Deployment
- 1 Living Coral terrain card with 6 tiles set in the orange zone.
- 2 random terrain cards, set up normally.
- 1 Tide Pool terrain card, set up in the center of the board.
- Place the monster in the center of the board.
- Place survivors in the blue zone (long edge.)

Aftermath

Victory

Level 1 - 2	Level 3+
+1 Hunt XP	+2 Hunt XP
+1 Weapon Proficiency Level	+2 Weapon Proficiency Level
+ **Rewards**	+ **Rewards**

Defeat

The bloated and gray remains of the hunters are found floating down a stream near the settlement. Disappointing. All survivors set their insanity to zero at the start of the settlement phase.

Rewards

The first time a Drifter Knight is defeated, the settlement gains the **Jelly Apothecary** location. The group gains the following rewards:

Level	Reward
1	4 basic resources, 4 Drifter Knight resources
2	4 basic resources, 6 Drifter Knight resources, **destroyed barb** strange resource
3	4 basic resources, 1 **Neurotoxin** strange resource, 8 Drifter Knight resources, 1 black lichen

If the settlement has the **Nightmare Training** innovation when they defeat a level 3+ drifter knight, roll 1d10 on the below table. If the monster was defeated by a survivor in its facing, roll twice and pick one result to keep.

Roll	Result
1 - 2	The Drifter Knight was just a beast, carrying nothing special.
3 - 5	The survivors find a piece of interesting clothing. Gain the **Drifting Aegis** rare gear.
6 - 8	The sleeves of the Drifter Knight are exquisite! Gain the **Ghostly Sleeves** rare gear.
9+	The Monster's guards and stockings are perfectly cared for. Gain the **Pearlescent Guards** rare gear.

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